

BREATHE FIRE

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MOVE & BREATHE FIRE

MOVE

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CHARGE!

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TERRORISE

TERRORISE

TAKE FLIGHT

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DRAGON FRENZY!

### Dragon Action Counters

**Move** If the dragon is not in contact with an enemy it moves 6" towards the nearest Knight or Peasant. If two enemies are an equal distance away the dragon player may decide which of them the dragon moves towards. If the dragon is in contact with, or within 1" of, an enemy then it moves 6" directly away from them, facing the same direction. The dragon will not move into contact with an enemy, stop the dragon 1" away if movement would take it into contact with a Knight or Peasant. If more than 1 enemy is within 1" or in contact then the player may decide which one it moves away from.

**Charge** The dragon moves 12" towards the nearest Knight or Peasant. If two enemies are an equal distance away then the dragon player may decide which of them the dragon charges towards. The dragon will then attack them in combat. If the dragon is in contact already it will leave combat and charge the nearest other enemy within 12". If there are no other enemy within 12" it attacks the model it is in contact with. The dragon rolls 6 dice and needs to score a 6 to hit a Knight, a 5 or 6 to hit a Spearman or a 4, 5 or 6 to hit a Bowman. Resolve saves as detailed below.

**Breathe Fire!** The dragon breathes fire at the closest enemy model, if two or more enemies are the same distance away the dragon player may decide which is attacked. Place the special Dragonfire template so that one end is touching the dragon and the template passes over the target enemy model. Roll one dice against each model the template touches. The dragon needs a 2 or more to hit a Knight or a Peasant. Models which take a hit can try to make a save as normal or lose one Wound.

**Take flight** Roll a dice. On a roll of 1, 2 or 3 turn the dragon 90° to the left, on a roll of 4, 5 or 6 turn the dragon 90° to the right. The dragon then moves directly ahead 18" and then turns around 180° to face the direction it travelled. It will stop and turn to face the centre of the table if it reaches a table edge.

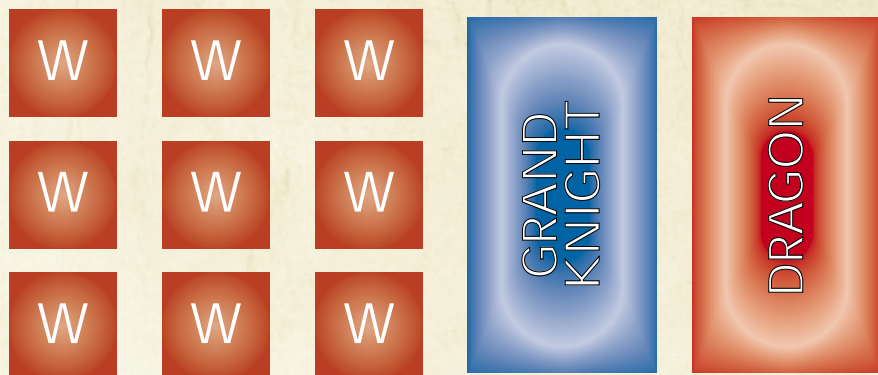
**Terrorise!** Roll a dice for each unit of Peasants within 12" of the dragon. On a roll of a 1, 2 or 3 the unit is terrorised: roll two dice and add the scores together. This total is the number of inches the unit must move directly away from the dragon, move the models immediately. They may act normally on their next turn. On a 4, 5 or 6 the unit remains steadfast.

**Move & Breathe Fire** The dragon moves as described above, then breathes fire at the closest enemy.

**Dragon Frenzy!** This combines the effects of three of the other Dragon Action counters. Firstly the dragon moves 6" towards the nearest enemy. It will then breath fire at the nearest enemy, next, it will then charge up to 12" towards the nearest surviving enemy!

### Leaving the table

Models cannot leave the battlefield. If a model would normally leave the battlefield it stops its movement at the edge of the table, penned in by the ring of flame the dragon has set around the battle area.



### knight and peasant reference card

Dead! 1 2

**KNIGHT:** May move 6" and charges 12". Rolls 3 dice needing 4, 5 or 6 to hit. Saves on a 4, 5 or 6

**BOWMAN:** Moves 4", charges 8". Can shoot 18" if doesn't move, rolls one dice, needs 6 to hit. Rolls one dice, needs 6 to hit in combat. Saves on a 6

**MAN-AT-ARMS:** Moves 4", charges 8". Rolls one dice, needs 6 to hit. Saves on a 5 or 6.

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### dragon reference card

**MOVE** Moves 8" towards nearest enemy. Stops 1" away if movement would take it into contact. Moves 8" away if in contact or within 1".

**CHARGE** Moves 12" towards nearest enemy. The dragon will then attack them in combat. If dragon is in contact charges nearest other enemy within 12". If no other enemy within 12" attacks the model it is in contact with. The dragon rolls 6 dice and needs to score a 6 to hit a Knight, a 5 or 6 to hit a Men-at-arms or a 4, 5 or 6 to hit a Bowman. Resolve saves as detailed below.

**BREATHE FIRE!** The dragon breathes fire at the closest enemy model. Place the Dragonfire template over nearest enemy model. Roll one dice against each model the template touches, needing a 2 or more to hit a Knight or a Peasant.

**DRAGON FRENZY!** This combines the effects of three of the other Dragon Action counters. Firstly the dragon moves 8" towards the nearest enemy. It will then breath fire at the nearest enemy. It will then charge up to 12" towards the nearest surviving enemy!

**TAKE FLIGHT** Roll a dice. On a roll of 1, 2 or 3 turn the dragon 90° to the left, on a roll of 4, 5 or 6 turn the dragon 90° to the right. The dragon then moves directly ahead 18" and then turns around 180° to face the direction it travelled.

**TERRORISE** Roll a dice for each unit of peasants within 12" of the dragon. On a roll of a 1, 2 or 3 the unit is terrorised. Roll two dice and add the scores together – this total is the number of inches the unit must move directly away from the dragon, move the models immediately. On a 4, 5 or 6 the unit remains steadfast.

**WOUNDS** The dragon saves on a 3, 4, 5 or 6

Dead! 1 2 3 4 5 6 7 8 9 10